

4. BASIC RESPONSES

Jump raises - minors	Limit 10-12	Other:
Jump raises - Majors	Preempt	Other:
Jump shifts after minor opening	To play	
Jump shifts after Major opening	Bergen (4+ support): 3C=6-9; 3D= 10-12	
Responses to strong 2 suit open.	n/a	
Responses to 2NT opening	3C=5 card enq; 3D/H=tfer to H/S; 3S=4S,5+H; 4C/D=MSKC	

5. PLAY CONVENTIONS Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
Leads Sequences:	Overlead, A-Attitude K-Count	
Four or more with an honour	4th highest	
From 4 small	2nd highest	
From 3 cards (no honour)	Middle	
In partner's suit	Low from odd; 2nd from 4+,even	
Discards	McKenney	
Count	Low-High = Even	
Signal on partner's lead:	Low encourage to hon; oth rev count	
Signal on declarer's lead:	Reverse count	
Notes		

6. SLAM CONVENTIONS

4NT: Blackwood <input checked="" type="checkbox"/>	RKCB 3041	4♣ Gerber <input type="checkbox"/> when?
Slam Notes	MSKC	
Cue Bids <input checked="" type="checkbox"/>	Usually 1st round	
Asking Bids <input type="checkbox"/>		

7. OTHER CONVENTIONS

Cue raises	
Splinters	
Splinters	

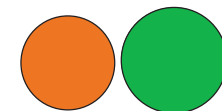
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**AUSTRALIAN BRIDGE
FEDERATION INC.**



STANDARD SYSTEM CARD

ABF Nos.	194761	Leone Fuller
& Names:	122122	Val Biltoft
Basic System:	Standard 2/1 with Optimal 2s	
Brown Sticker <input checked="" type="checkbox"/>	Classification:	Green <input checked="" type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

1. OPENING BIDS

Describe strength, minimum length, or specific meaning		Canape <input type="checkbox"/>												
1♣ 3+, 10+HCPs	1♥ 5+, 10+ HCPs													
1♦ 3+, 10+HCPs	1♠ 5+, 10+HCPs													
1NT 15-17 HCPs, flat	may contain 5 card Major <input checked="" type="checkbox"/>													
<table border="1"> <tr> <td>1NT Responses</td> <td>2♣ 5 card Major enquiry</td> <td>Other:</td> </tr> <tr> <td>2♦ Transfer to H</td> <td>2♠ Transfer to C</td> <td></td> </tr> <tr> <td>2♥ Transfer to S</td> <td>2NT Transfer to D</td> <td></td> </tr> <tr> <td colspan="3">other Superaccepts over all transfers; over 2C-2D/NT, 3C=Stayman, 3D=3 card major enquiry</td> </tr> </table>			1NT Responses	2♣ 5 card Major enquiry	Other:	2♦ Transfer to H	2♠ Transfer to C		2♥ Transfer to S	2NT Transfer to D		other Superaccepts over all transfers; over 2C-2D/NT, 3C=Stayman, 3D=3 card major enquiry		
1NT Responses	2♣ 5 card Major enquiry	Other:												
2♦ Transfer to H	2♠ Transfer to C													
2♥ Transfer to S	2NT Transfer to D													
other Superaccepts over all transfers; over 2C-2D/NT, 3C=Stayman, 3D=3 card major enquiry														
2♣ Game Force														
2♦ weak, either 6 card H or 5/5 C and D/S														
2♥ weak, either 6 card S or 5/5 H and minor														
2♠ weak, either 6 card C or 5/5 S and red suit														
2NT 20-22, flat	3NT Specific Ace Ask													
other 4C/D = NAMYATS														

2. PRE-ALERTS

2 Level Openings	
NAMYATS	

3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4H	Jump overcalls	weak
Responsive doubles through	4H	Unusual NT	Ovr maj=both minors; ovr min=oth min+unspec maj
1NT overcall - immediate	15-18, flat	Immediate cue of minor	Both majors, 5+5+
1NT overcall - re-opening	10-14, flat	Immediate cue of Major	Oth maj + minor, 5+5=
Over weak twos	X=TO with Leb resp	Over opening threes	X=TO
Over opponent's 1NT	All:		
Over weak 1NT:	X = penalties, 2C= single suited any, 2D= majors, 2H/S = 4 suit and 4 minor		
Over strong 1NT:	X= single suited not C, 2C= natural, 2D= majors, 2H/S = 4 suit and 4 minor		

8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 6+HCPs, 4+	2♦ To play, 6+ suit	3♦ Splinter
1♥ 6+HCPs, 4+	2♥ To play, 6+ suit	3♥ Splinter
1♠ 6+HCPs, 4+	2♠ To play, 6+ suit	3♠ Splinter
1NT 6-10 flat, no 4 major	2NT 15+, 4+ suit*	3NT To play
2♣ 6-9, 4+	3♣ 10-12, 4+	4♣ MSKC
other *(passed hand, 10-11, flat)		
1♦ 1♥ 6+HCPs, 4+	2♥ To play, 6+ suit	3♥ Splinter
1♠ 6+HCPs, 4+	2♠ To play, 6+ suit	3♠ Splinter
1NT 6-10 flat, no 4 major	2NT 15+, 4+ suit*	3NT To play
2♣ 10+, 5+(occ 4) suit	3♣ To play, 6+ suit	4♣ Splinter
2♦ 6-9, 4+	3♦ 10-12, 4+	4♦ MSKC
other *(passed hand, 10-11, flat)		
1♥ 1♠ 6+HCPs, 4+	2♥ 6-9, 3 card fit	3♦ 10-12, 4+ H
1NT 5-11, F1 round, not 4 fit	2♠ weak; to play	3♥ Barrage, weak
2♣ Nat, FG	2NT 14+, 4+ H*	3♠ Splinter
2♦ Nat, FG	3♣ 6-9, 4+ H	3NT 13-15, 3 card fit
other *(passed hand, 10-11, flat)		
1♠ 1NT	2♠ 6-9, 3 card fit	3♥ Weak, long H
2♣ Nat, FG	2NT 14+, 4+ S*	3♠ Barrage, weak
2♦ Nat, FG	3♣ 6-9, 4+ S	3NT 13-15, 3 card fit
2♥ Nat, FG	3♦ 10-12, 4+ S	4♣ Splinter
other *(passed hand, 10-11, flat)		
1NT 3♣ Natural, FG, slam interest	3♠ Natural, FG, slam interest	4♦ MSKC
3♦ Natural, FG, slam interest	3NT To play	4♥ To play
3♥ Natural, FG, slam interest	4♣ MSKC	4♠ To play
other		
2♣ 2♦ relay, usually negative	2NT 8+, no 5 card suit	3♥ 8+, 6+ card suit
2♥ 8+, 5 card suit	3♣ 8+, 5 card suit	3♠ 8+, 6+ card suit
2♠ 8+, 5 card suit	3♦ 8+, 5 card suit	3NT
other		
2♦ 2♥ pass or correct	3♣ pass or correct	3♠ pass or correct
2♠ pass or correct	3♦ pass or correct	3NT To play
2NT Enquiry, FG on opener	3♥ pass or correct	4♣ pass or correct
other		

Notes

2♥ 2♠ pass or correct	3♦ pass or correct	3NT To play
2NT Enquiry, FG on opener	3♥ pass or correct	4♣ pass or correct
3♣ pass or correct	3♠ pass or correct	4♥ pass or correct
other		
2♠ 2NT Enquiry, FG on opener	3♥ pass or correct	4♣ pass or correct
3♣ pass or correct	3♠ pass or correct	4♥ pass or correct
3♦ pass or correct	3NT To play	4♠ pass or correct
other		
2NT 3♣ 5 card suit enquiry	3♠ 4S, 5+H	4♦ MSKC
3♦ Transfer to H	3NT To play	4♥ To play
3♥ Transfer to S	4♣ MSKC	4♠ To play
other		

9. CONVENTIONS

Unusual NT:	minors	Unbid minors only
4th Suit Forcing	One round <input type="checkbox"/>	Game force <input checked="" type="checkbox"/>
NT Checkback	<input checked="" type="checkbox"/>	Priorities: Up the line majors
Defence to 3NT opening	4C=TO better H; 4D=TO better S	
Defence to Opening Twos		
Multi 2♦	X=TO of S; 2H=TO of H; 2NT=15-18, balanced with stoppers; X of relay is TO	
RCO style 2-s	X=15+, suits natural; TO of relay suit=TO	
Other 2-s	Optimal 2s: X=TO of single-suited option; X of relay is TO	
Defence to	1♣ : 1D/H/S=constructive; 1NT= weak D; 2C= weak natural; 2D/H/S= as per openings	
strong	2♣ : X= 2 suiter with S; 2NT= 2 suiter without S	
♣		

Over 1NT Interference lebensohl

Lebensohl - other uses Over weak 2s; over interference after 1NT overcall

Take out of 4 level pre-empts 4♣/4♦ X
4♥ X 4♠ 4NT

10. OTHER NOTES

Over 1NTX: XX=single suiter; 2C/D/H= suit + 1 above;

2S= goodish suit; 2NT+GF unbalanced; 3+ level pre-emptive

NAMYATS:4C/D opening shows good pre-empt in H/S.

Response of intermediate suit shows slam interest.